

The Backrooms

in: [The Main Nine](#), [Cluster I](#), [Survival Difficulty 4](#), and [2 more](#)

English ▾

# Level 3: "Electrical Station"

Survival Difficulty: Class

4

4

» Unsafe

» Unsecure

» High Entity Count

**Level 3** is the 4<sup>th</sup> level of the Backrooms.

## Description

**Level 3** is an expansive complex of thin brick hallways and electrical machinery. Countless randomly segmented rooms are present across the level in no particular pattern. In addition, pipes line the walls and ceilings of the level. These pipes are filled with contaminated Almond Water, which sometimes leaks onto the floor. Hallways in



An image of **Level 3**.

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ustrophobic  
hallways and the pipes, the level seems to be more well-maintained than the

previous, along with having more functioning machinery throughout the level.

Rooms containing machinery can be found in many locations in **Level 3**. This results in loud sounds of machinery being heard in certain areas of the level. Some of these rooms are connected by smaller sets of hallways. Most machinery in the level appears to be used to provide energy to an unknown destination, whilst others seem to sustain the steam pipes found in the level. Exposed wire sometimes comes out through the floors, walls, and ceilings as well.

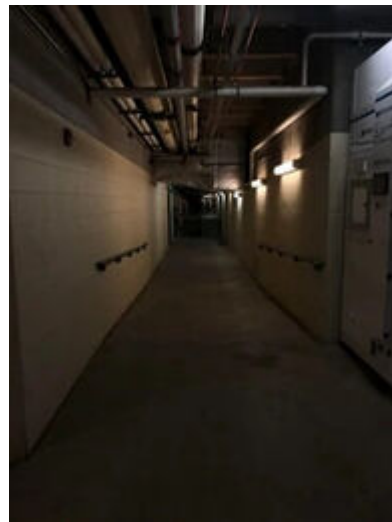
Automated doors can be found throughout in this level, and will slam shut and lock at random intervals. This seems to happen more often if an entity is present.

## Entities

**Hounds**, **Facelings**, **Skin-Stealers**, **Stalkers** and Male **Deathmoths** are the only known entities to inhabit this level.

## Colonies and Outposts

Due to the nature of the level, colonies and outposts are considered unfeasible to exist.



Another hallway in **Level 3**.

## Entrances and Exits

### Entrances

- One can enter **Level 3** by going through a fire exit on **Level 2**.
- Entering this level is also possible by drinking blood found in drawers in **Level 4112**.
- Nocliping under a table in **Level 521** (in the 521-A section) that has "3" written on it.

### Exits

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evators, which marked with

73. These

hallways can be identified by a lack of pipes lining the walls and a

noticeable decrease in temperature as one traverses the hallway.

- There is a generator-controlled door that will lead you to either [Level 4](#) or the finish zone (not a finish zone, not a end, it's a trap).

**Backrooms Levels**

**[Expand]**

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